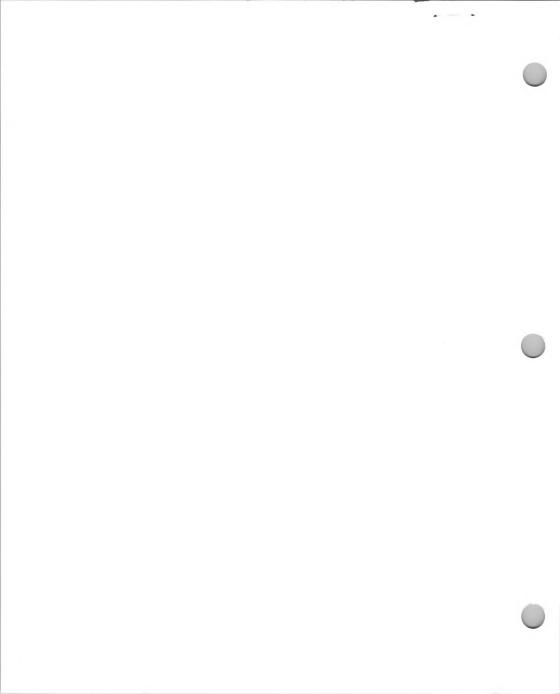Attached are additions and corrections to the manual *Introduction to Amiga*. Please refer to these pages when you use the manual.

These pages fit into the binder provided for your Amiga manuals. Because it is important that you have ready access to this information, we recommend that you keep these pages in the binder.

Commodore-Amiga, Inc.

Page 2–1:   You'll find four microdisks packaged with the Amiga, not three.

Page 3–2:   You should also make a copy of the disk from Electronic Arts. (To learn how to use this disk, see page 11.)

Page 3–3:   To turn on the Amiga, press the end of the switch labeled "ON." In addition, be sure to turn on the monitor or television attached to your Amiga.

Page 3–6:   Note that the version of the Workbench you are using is identified by a version number that appears in the Title Bar. These additions and corrections describe changes for Version 1.0 of the Workbench. (The version number that appears on page 3–6 and elsewhere in the manual refers to an earlier, developmental version of the Workbench. It is this earlier, unreleased version that the manual describes.)

Page 3–8:   To move the Pointer without a mouse, hold down the cursor key as well as an Amiga key. A single press of a cursor key may not move the Pointer; moreover, you will need to hold down the keys for between one and two seconds before the Pointer begins to move.

              Note that you must begin to hold down the Amiga key **before** you hold down the cursor key in order for the Pointer to move.

Page 3–12:   There is now an additional item in the Workbench menu: Discard. You choose Discard to dispose of a currently selected tool, project, or drawer without first placing it in the Trashcan.

              WARNING: When you dispose of something by choosing Discard, it cannot be recovered.

              When you choose Discard, a requester appears. Select Retry if you want to discard what you've selected, otherwise select Cancel.

Page 3–15:   In requesters that ask you to insert disks, drive 0 refers to the internal disk drive and drive 1 refers to an external disk drive. (If you have more than one external disk drive, drive 1 refers to the drive in the "daisy chain" closest to the Amiga's main unit.)

Page 3–16:   In the requesters that ask you to exchange disks, note that the term "volume" is another term for "disk."

Page 3–16:   After making copies of the disks, you must *reset* the Workbench before you can use Preferences. To do this, insert the newly copied Workbench disk, then press at the same time the CTRL key, the left Amiga key (the key immediately to the left of the Space Bar at the bottom of the keyboard) and the right Amiga key (the key immediately to the right of the Space Bar). (See page 4–32 for more information about resetting the Workbench.)

When you reset the Workbench, you start again with only the Workbench; the Amiga's memory is cleared and **any work that is not saved is lost.**

WARNING: Never reset the Workbench while a disk drive light is on. Doing so may damage the information on the disk.

After you've reset the Workbench, select the Workbench icon once again, then choose Open from the Workbench menu. You're now ready to use the Preferences tool described on page 3–17.

Page 3–21:   Note that, because you've selected the Notepad window, the the menus have changed. Instead of the menu title Workbench, the title Project appears at the left of the Menu Bar.

Page 3–21:   If you create a new project and the drawer into which it is put is open, the icon for the project does not immediately appear in the window for the drawer. For the icon to appear, you must close and then reopen the drawer.

Page 3–21:   To name your note, select the box to the left of "Name:", then type the name. Note that project names can be no longer than

25 characters. After you're done typing the project name, press the RETURN key.

Page 4–7:   You cannot drag or duplicate in a single operation the icons you select with Extended Selection.

Page 4–12:   You cannot use Multiple Choice for Workbench menu items. You only choose the first menu item when you attempt to choose more than one item in the same operation.

Page 4–15
and elsewhere: You cannot use the characters ":" and "/" in names for tools, projects, disks, or drawers.

Page 4–15:   When renaming tools, projects, disks, or drawers, note that, as you type in gadget that contains the name, you can use the DEL key to delete the characters "under" and to the right of the text cursor and BACKSPACE to delete characters to the left of the cursor. You can use the left and right cursor keys to move the cursor. You can erase what you've typed in the gadget by pressing the right Amiga key and the X key at the same time. You can get back what was in the gadget before you started by pressing the right Amiga key and the Q key at the same time.

Page 4–15:   You can get information about disks and drawers as well as tools and projects by choosing Info. The information includes the type (project, tool, drawer, or disk) for the object you've selected; for a tool, project, or disk, various measures of its size are given (some of which are of interest only to software developers and others involved with the inner workings of the Amiga). At present, DO NOT attempt to change the *status* of tools, projects, and drawers by selecting a box under the word STATUS. (In the future, you will be able to change the setting for whether an object can or cannot be deleted, as well as other settings. Selecting the box changes the setting from DELETEABLE to NOT DELETEABLE and back again.) There are additional settings which are intended only for software developers and others involved with the inner workings of the Amiga. DO NOT attempt to change these other settings, such as stack size or default tool, unless you have a clear understanding of their effects.

Page 4–15:   Before you can choose Empty Trash from the Disk menu, you must first select the Trashcan icon. Note that when the Trashcan icon is selected, all parts of the icon except for its outline become the same color as the background.

Page 4–21:   The statement "You can also move a window by pointing to *its* icon" alludes to the fact that each window on the Workbench is associated with a particular icon. You normally open a window by either selecting its icon, then choosing Open from the Workbench menu, or pointing to the icon and double-clicking the Selection button.

Page 4–24:   When you select the space to either side of a Scroll Box, the contents of the window may move either quickly or slowly.

Page 4–31:   Note that when you intialize a disk, the disk drive light comes on and no other message is displayed. Provided you do not remove the disk from the drive, you can perform other tasks while the disk is being formatted.

               WARNING: Before a disk is completely initialized, the disk drive light will go out, then, after a brief period—from one to ten seconds—it will go on again. Wait for the light to go out a second time before removing the disk. Failure to do so may ruin the disk.

               WARNING: If, when you copy a disk, you insert the Destination disk in place of the Source disk, you will not be informed that you've inserted the wrong disk. Be sure to insert the correct disk.

Page 4–32:   In the Warning, the term "pending writes" refers to the operations the Amiga performs when putting information on a disk, while the term "program" refers to a tool used on the Amiga. This warning can be reduced to a simple rule: **Always make sure that disk drive lights are off before resetting the Workbench.**

Page 4–33:   You cannot choose Cleanup to rearrange icons that are on the Workbench surface (that is, icons that are in the Workbench *backdrop window* and not in any other window).

Page 4-33:   Note that when errors occur, an error number often appears along with the message in the Title Bar.   These are the error numbers:

103:    Out Of Memory — The Amiga needs more memory to perform this operation.   Close one or more windows, then try the operation again.

120:    Command line invalid

121:    Not an Object Module

202:    Object in use

203:    Object Exists — You cannot give an object the same name as an existing object.   Either give the object a different name or delete the other object so you can reuse its name.

205:    Object Not Found — A tool or project that the Amiga needs to locate is not present on the disk.   This can happen if you've renamed either the System or Utilities drawer on the Workbench disk.

209:    Action not known

210:    Invalid stream name

211:    Object lock invalid

212:    Object wrong type

213:    Disk Not Validated — If you've either removed a disk or reset the Workbench while the disk drive light was on, the information on that disk may be unusable.   This error may also occur if there has been physical damage done to the disk's surface.   There is currently no way to recover information from a disk that cannot be validated.

214:    Disk Write Protected — You have asked the Amiga to add information to your disk when the protect tab is in the protected position.   (See pages 3–2 and 3–3 for information about protect tabs.)   Either change the position of the protect tab or use a disk whose protect tab is in the unprotected position.

215:    Rename across devices

216:    Directory Not Empty — You have tried to delete a drawer that still contains tools, projects, or other drawers.   You must empty a drawer before deleting it.

218: Device not mounted

219: Seek error

220: Comment too big

221: Disk Full – There is not enough free storage on the disk to do what you have requested. Try emptying the Trashcan (see page 4–17). If this doesn't work, you must either delete objects on the disk or use a different disk.

222: File Delete Protected – A tool, project, or drawer cannot be deleted because it is protected. Select the icon for the object, choose Info from the Workbench menu, then change its status to DELETEABLE (see, however, the note for page 4–15).

223: File Write Protected

224: File Read Protected

225: Not A DOS Disk – Either the disk has not been formatted or it is a Kickstart disk. Use a different disk, or, if you wish to erase all information currently on the disk, choose Initialize from the Disk menu.

226: No disk in drive

232: No more DIR entries

For more information about the meaning of a specific error number, see the *AmigaDOS User's Manual*.

Page 4–33:   There is an additional item in the Special menu: Snapshot. When you choose Snapshot, the Workbench saves on disk the positions of the currently selected icons and their windows, whether open or not. (Note, however, that the positions of unselected icon within those windows are not saved.) When you next open the Workbench, the icons you selected and their windows appear as they did in the most recent "snapshot" you took.

Page 4–33:   The Clock now has three menus:

- The Type menu lets you choose either an analog or digital clock.

- The Mode menu lets you choose either a 12- or 24-hour clock.

- The items in the Alarm menu let you use the Clock as an alarm clock. To set the alarm, choose Set. In the requester that appears, the time is shown using a 24-hour clock. To change the hour setting, point to the digits for the hours, click the Selection button, then select either the up arrow (to move the time ahead) or the down arrow (to move the time back). To change the setting for the minutes, point to the digits for the minutes, click the Selection button, then select either the up or down arrow. When the time is set correctly, select USE. If, instead, you want to restore the previous time, select CANCEL.

The "alarm" is a brief flash on the display (the same flash that appears when an error occurs) accompanied by an equally brief "beep" sound if your Amiga is attached to audio equipment. To turn on the alarm clock, choose Alarm On from the Alarm menu. To turn it off, choose Alarm Off.

Selecting the Seconds Gadget in the lower left corner of the Clock's window lets you turn off the display for seconds. Selecting the gadget again turns the seconds display back on.

Page 4–33: There is another Workbench tool: the Notepad. With the Notepad, you can keep notes or create short documents.

You can find the Notepad in the Utilities drawer on the Workbench disk. You open the Notepad the same way you open other tools: either select its icon, then choose Open from the Workbench menu, or point to the icon and double-click the Selection button. When you do, a window for the Notepad appears.

To enter text, select the Notepad window if it isn't already selected, then type. When you type, the characters you type appear to the left of the Text Cursor (the vertical bar that appears in the window). As you add characters, any characters

to the right of the Text Cursor move to the right or, if they're at the right edge of the window, down a line. (To see how this works, try adding characters.) To move the Text cursor, point to a place within your note, then click the Selection button. (Note that you cannot move the Pointer to a point in the window beyond where you've entered characters.) You can also move the Text Cursor by pressing the cursor keys.

When you reach the bottom of the window when you're typing, the contents of the window are scrolled upward. In addition, when you use the cursor keys to move up or down and you reach the top or bottom of the window, the contents of the window are also scrolled.

You can change the size of the Notepad window by dragging the Sizing Gadget at the lower right. When you do, your note is automatically reformatted.

The Notepad has five menus: Project, Edit, Font, Style, and Format. Note that in the current version, the features shown in the Edit menu have not been implemented. The currently available menu items are as follows:

Project Menu

New

Choose New to start a new note.

Open

Choose Open to open a note you previously saved. When you do, a requester appears. Select the gadget to the left of "Name:", then change the name, if one appears, to make it the name you want. (To change what appears, press the DEL key to delete the characters "under" and to the right of the text cursor. Press the BACKSPACE key to delete characters to the left of the cursor. You can use the left and right cursor keys to move the cursor. You can erase what you've typed in the gadget by pressing the right Amiga key and the X key at the same time. You can get back what was in the gadget before you started by

pressing the right Amiga key and the Q key at the same time.)
When you're done, press the RETURN key, then select the OK
gadget. The note whose name you type replaces the current
note.

Save

Choose Save to save the current note. If you haven't already
saved your note, a requester appears and lets you give it a name.
Select the gadget to the left of "Name:", type in a name, press
the RETURN key, then select the OK gadget.

Save As

Choose Save As to save the current note under a new name.
When you do, a requester appears. Select the gadget to the left
of "Name:", then change the name, if one appears, to make it
the name you want. (To change what appears, press the DEL
key to delete the characters "under" and to the right of the text
cursor. Press the BACKSPACE key to delete characters to the
left of the cursor. You can use the left and right cursor keys to
move the cursor. You can erase what you've typed in the gadget
by pressing the right Amiga key and the X key at the same time.
You can get back what was in the gadget before you started by
pressing the right Amiga key and the Q key at the same time.)
When you're done, press the RETURN key, then select the OK
gadget.

Note that when choosing either Save or Save As, your note is
saved in the drawer whose window was selected when you
opened the Notepad.

Print

To print your note, you choose one of the items from the Print
submenu. (To choose from the submenu, point to Print, then,
with the Menu button still held down, move the Pointer to the
right, point to one of the options—explained below—then release
the Menu button.)

Choosing the Auto-size option prints an image that is approximately the same size as the image on the display. By choosing the Small option, you print an image whose width is one-quarter the width of the printer paper. (You use the Preferences tool to specify the width of the paper you're printing on. However, note that specifying different dimensions for the paper affects only notes printed when Draft option is chosen. The Draft option is described below.) By choosing the Medium option, you print an image whose width is one-half the width of the printer paper. By choosing the Large option, you print an image whose width is the full width of the printer paper.

If the Graphic option in the Print As submenu is chosen (see below), you print, for each page, a picture of the Notepad window with the page within it. If the Draft option in the Print As submenu is chosen, you print only the text of the note.

Print As

From the submenu, choose Graphic if you want to print a pixel-by-pixel representation of the window in which your note appears. (If you have a color printer, you can print the note in color.) Choose Draft if you want to print only the text of the note.

Quit

Choose Quit when you're done and want to close the Notepad.

Font Menu

From this menu, you can choose the typeface and type size for your note. The names of the seven different typefaces (Topaz, Ruby, Diamond, Opal, Emerald, Garnet, and Sapphire) are shown when you open the menu, while the available type sizes for each typeface are shown in submenus. To choose from the Font menu, point to a name of a typeface, then, with the Menu button still held down, move the Pointer to the right, point to a type size, then release the Menu button.

To see the available typefaces and type sizes, type in a note, then try each of the choices. The currently chosen typeface is shown with a check mark to the left of the menu item. In addition, the currently chosen

type size is shown with a check mark if there is more than one size for the currently chosen typeface.

Note that the currently chosen typeface and type size apply to the entire note.

When you choose a new typeface and type size, a previous type size you chose for a different typeface may still have a check mark to the left of it. If this is the case and you attempt to choose the previous typeface again, nothing may happen. If this should occur, choose another type size for the previous face, then choose the size you want.

Style Menu

From this menu, you can choose either standard (Plain) characters for your note, or change the type style by choosing Italic, Bold, Underlined, or any combination of the three. At any point in your note you can choose a new type style; this sets a marker in your note and all the characters from this marker to the next (or to the end of the file, if there are no other markers) are changed to the new style. Try the different choices and watch how your note changes.

Note that when you choose Italic, Bold, or Underline, your choice stays in effect until you choose Plain.

There are command-key shortcuts for each of the items in this menu: press the right Amiga key and the P key at the same time to choose Plain; the right Amiga key and the I key to choose Italic; the right Amiga key and the B key to choose Bold; the right Amiga key and the U key to choose Underline. As a reminder, the shortcut for each item is shown in the menu to the right of the item.

Format Menu

Paper Color lets you choose the background color for your note. Choose a color from the four shown in the submenu (see the description of the Font menu above to learn how to choose from a submenu). The currently chosen color is indicated by a check mark.

Pen Color lets you choose the color of the characters in your note. Choose a color from the four shown in the submenu (see the description

of the Font menu above to learn how to choose from a submenu). The currently chosen color is indicated by a check mark.

Be sure that the pen color is different from the paper color; if you don't, you won't be able to read your note.

There are two additional gadgets in the Notepad window. The gadget at the lower left is the Next Page gadget. Select this gadget to display the next page of your note. The gadget in the upper right is the Previous Page gadget. Select this gadget to display the previous page of your note.

Page 7–5:   The baud rate 110 does not work.

Page 7–5:   Preferences also lets you modify the Pointer. When you select the Edit Pointer gadget, a window appears. In this window, a magnified image of the Pointer appears at the upper left. It is this magnified image that you modify to change the Pointer. To the right of the magnified view are copies of the Pointer that appear against each of the four Workbench colors; these copies let you judge how the Pointer will look against the colors on the Workbench.

The colors you use to draw the Pointer appear near the bottom of the requester. Note that these colors can be different from those used for the Workbench. You can modify the three colors to the left in the same way you modify the Workbench colors: by changing the R, G, and B values for each. The rightmost "color" is not a color at all: any parts of the Pointer you draw with it are *transparent*. When you move the Pointer, colors on the Workbench behind any transparent parts of the Pointer show through. If, after you modify the Pointer colors, you want get back the last colors that were saved, select the ResetColor gadget.

To modify the Pointer, select one of the colors or transparent, point to a place in the magnified view where you want a pixel of that color, then click the Selection button. If you want to start from scratch, select Clear to make all the pixels transparent. (If, after you make changes, you'd rather have the old Pointer back, select Restore.)

Every Pointer has a "point," the single pixel that you must position over something onscreen to point it. The point is indicated in the magnified view by a smaller square within one of the pixels. To change the Pointer's point, select Set Point, point to the pixel in the magnified view you want as the point, then click the Selection button.

When you're done and are happy with the Pointer you've created, select OK. To get back to the main Preferences screen without changing the previous Pointer, select Cancel.

Page 7–9:   When you select either OK or Cancel in the Printer Graphics Requester, you return to the Printer Requester.

ADDITIONAL NOTES

A requester may appear that asks you to put a particular disk in "any drive." If, when you put in the disk, the requester reappears, remove the disk and put it in the other drive.

Drawers can exist within drawers. **Do not attempt to move the icon for an "outer" drawer into a drawer that is contained within it.**

The disk containing free software from Electronic Arts includes both a "slide show" and a demonstration of the "Polyscope." To use the Electronic Arts disk, do one of the following:

IF YOU HAVEN'T ALREADY TURNED ON THE AMIGA, turn it on, then insert the Kickstart disk (see pages 3–4 to 3–6 in *Introduction to Amiga* to learn how). When the picture of a hand holding a Workbench disk appears, insert the Electronic Arts disk.

IF YOU'VE ALREADY USED THE KICKSTART DISK and the Amiga is on, insert the Electronic Arts disk, then reset the Amiga by pressing at the same time the CTRL key, the left Amiga key (the key immediately to the left of the Space Bar at the bottom of the keyboard), and the right Amiga key (the key immediately to the right of the Space Bar).

After you do, a message appears. Type either "SlideShow" or "PolyScope" then press the RETURN key on the keyboard. You'll then get instructions for what to do next. (In these instructions, note that "type ESC" means to press the ESC key on the keyboard and "type <RETURN>" means to press the RETURN key.)